1st question:
"Do what?"
I am subclassing Ctrl as SCtrl,
and i would like to use it - like it's written - in Array<SCtrl> sctrl;
How to do that? since now it throws error - like it's written in 1st post.

2nd question:
i observed how frames are done in foobar2000(windows) and deadbeef(linux).
Like i have suspected, both programs don't have an option to pick-and-point with mouse
to delete just any children, but have an option to delete/replace parent(which also deletes all it's children).
This is easier(recommended if one want's to stay sane :)), and is also how i am
currently doing it - but more sophisticated method would be to pick and delete any child of a child
of a child...